OIPE
IAP82
OCT 17 2005
PATENT & TRADEMARK OFFICE

CONDITION OF A: ADD EP POINTS OF E AND F
CONDITION OF B: ADD EP POINTS OF G AND H
CONDITION OF C: ADD EP POINTS OF I AND J
CONDITION OF D: ADD EP POINTS OF K AND L

FIG.1A

FIG.1B

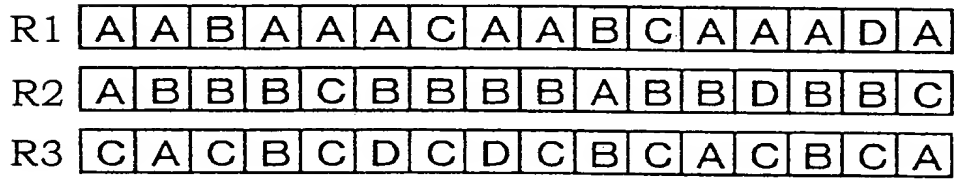

FIG.1C

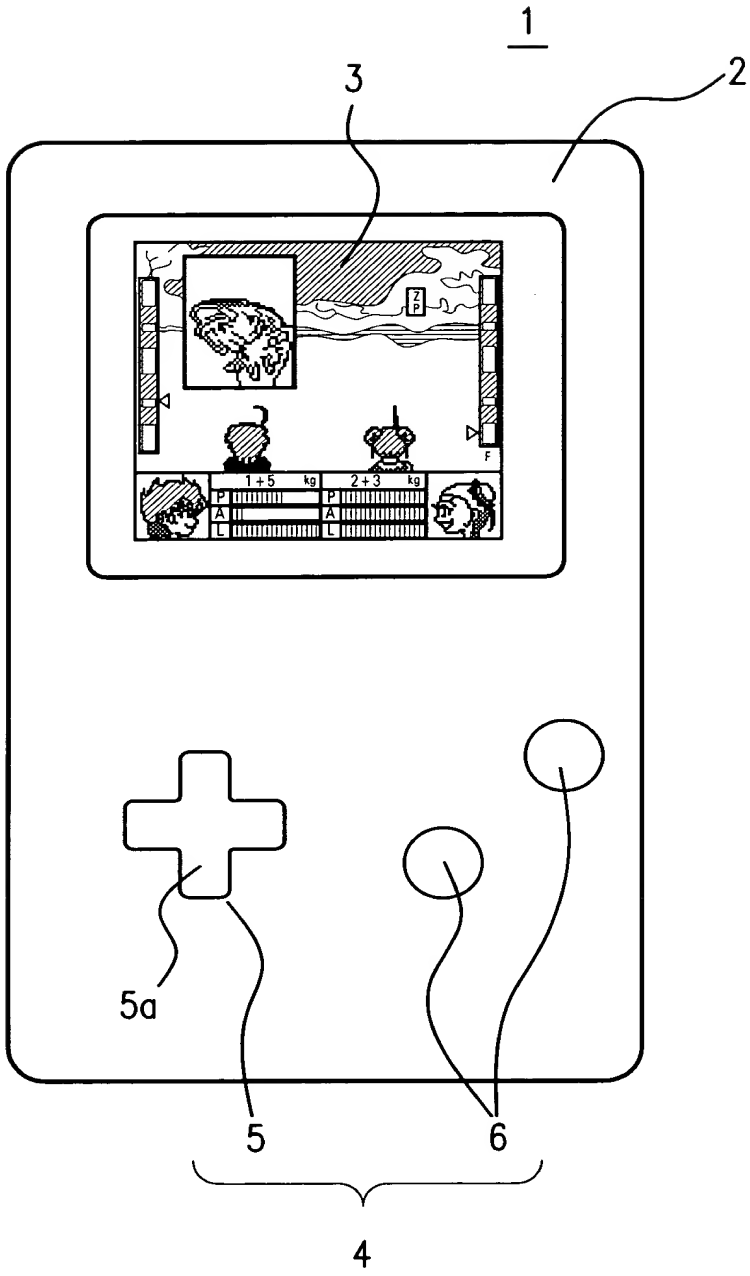

FIG.2

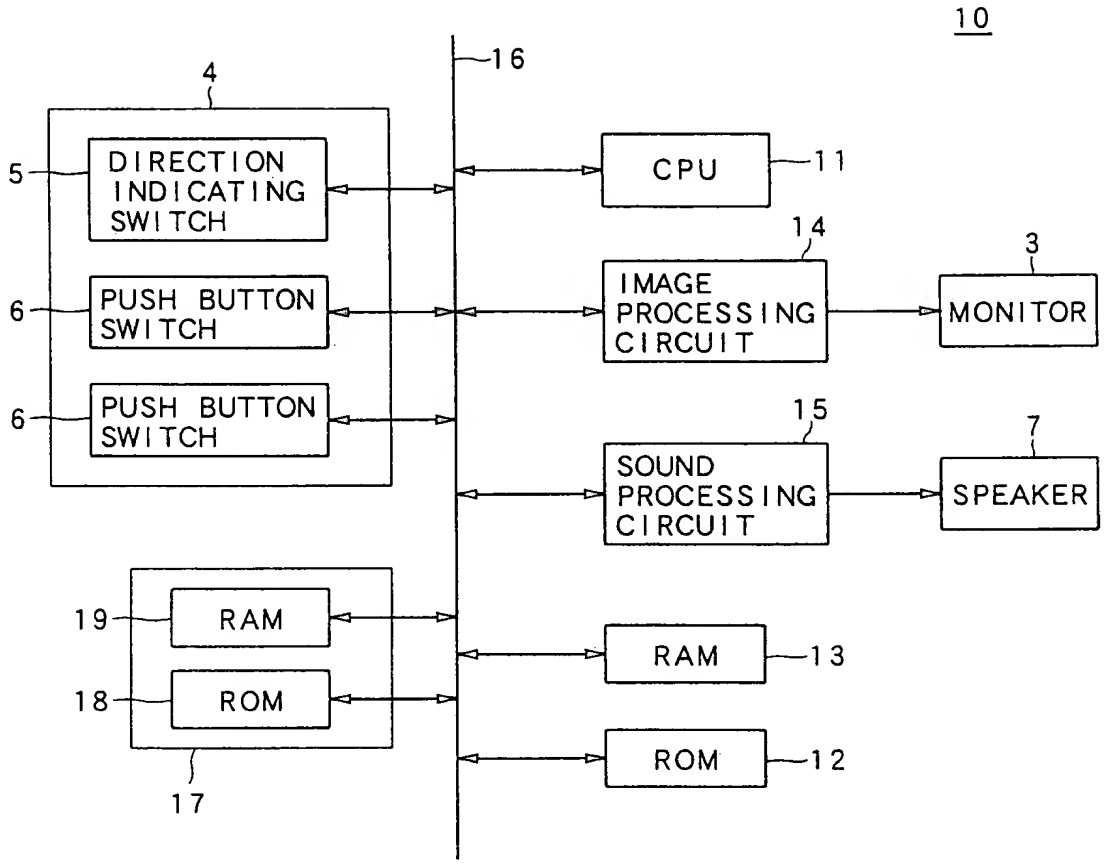
10
16
4
5
DIRECTION INDICATING SWITCH
6
PUSH BUTTON SWITCH
6
PUSH BUTTON SWITCH
CPU
11
14
IMAGE PROCESSING CIRCUIT
3
MONITOR
15
SOUND PROCESSING CIRCUIT
7
SPEAKER
19
RAM
18
ROM
17
RAM
13
ROM
12

FIG.3

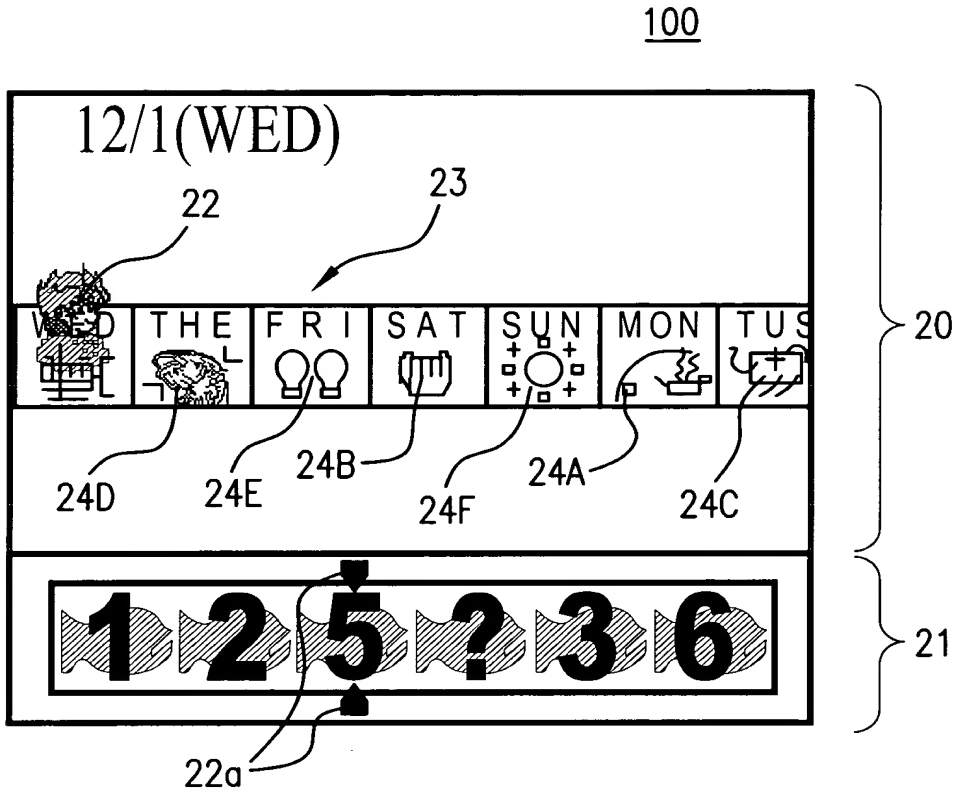
100
12/1(WED)
22
23
THE
FRI
SAT
SUN
MON
TUS
20
24D
24E
24B
24F
24A
24C
1 2 5 ? 3 6
21
22a

FIG.4A

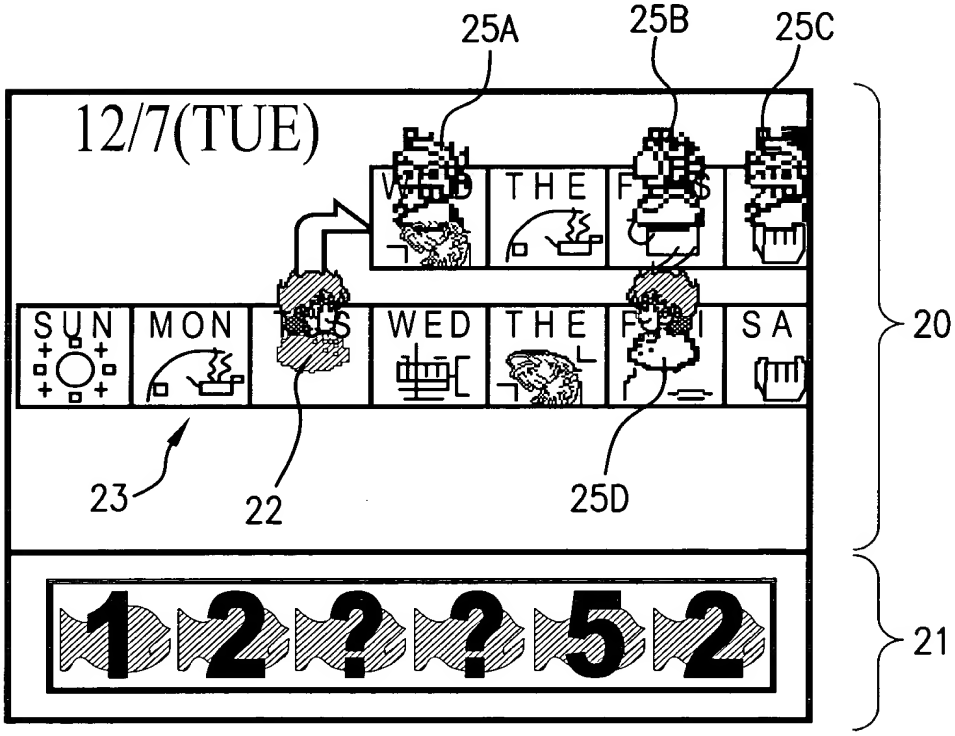
25A
25B
25C
12/7(TUE)
THE
SUN
MON
WED
THE
SA
20
23
22
25D
1 2 ? ? 5 2
21

FIG.4B

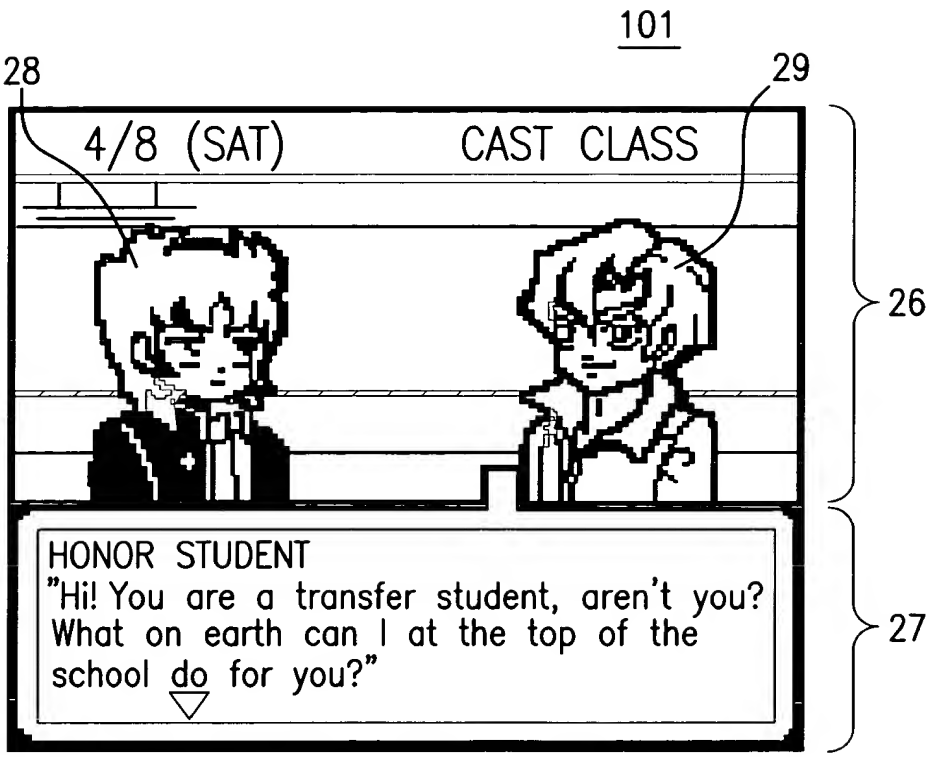
101
28
29
4/8 (SAT)
CAST CLASS
26
HONOR STUDENT
"Hi! You are a transfer student, aren't you? What on earth can I at the top of the school do for you?"
27

FIG.5A

101
28
29
5/2 (TUE)
CONFRONTMENT
VS
26
FISHING CONFRONTMENT!!
27

FIG.5B

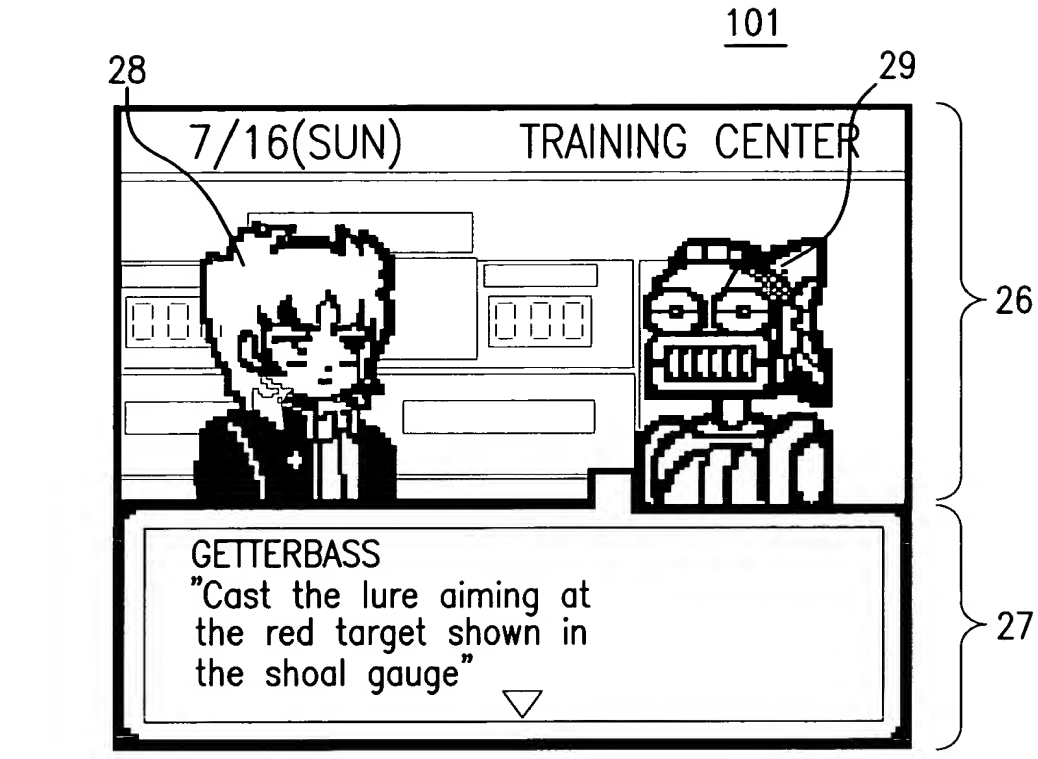
101
28
29
7/16(SUN)
TRAINING CENTER
26
GETTERBASS
"Cast the lure aiming at the red target shown in the shoal gauge"
27

FIG.6A

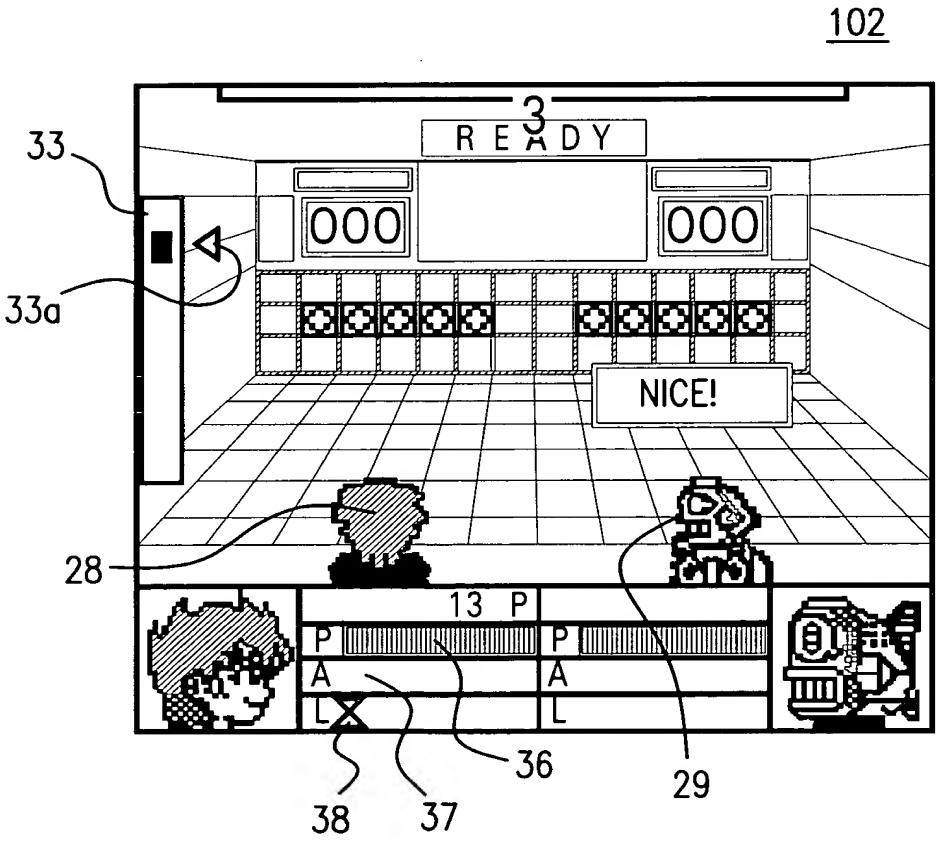
102
33
33a
3
READY
000
000
NICE!
28
13 P
P
A
L
P
A
L
36
29
38
37

FIG.6B

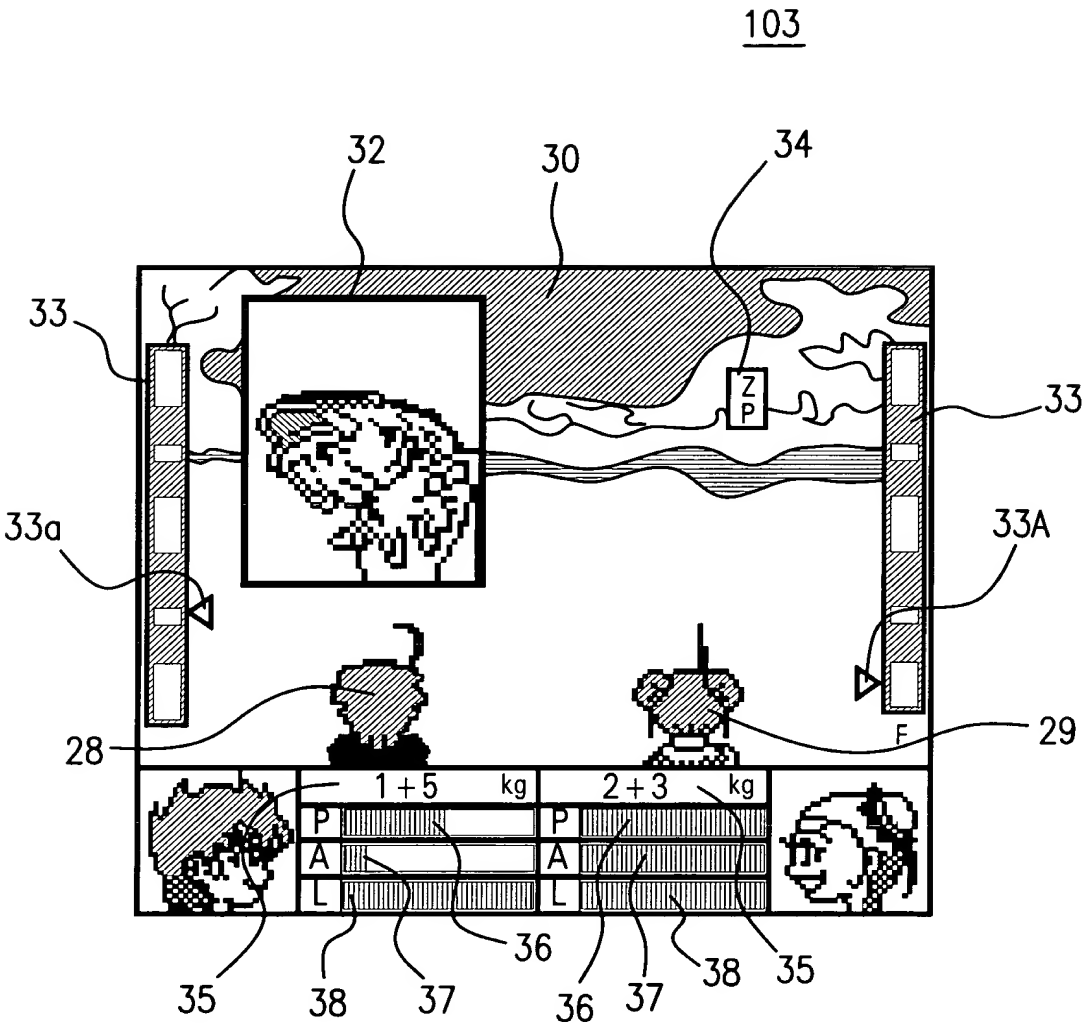
103
32
30
34
33
33
Z
P
33a
33A
28
29
F
1 + 5
kg
2 + 3
kg
P
A
L
P
A
L
35
38
37
36
36
37
38
35

FIG. 7

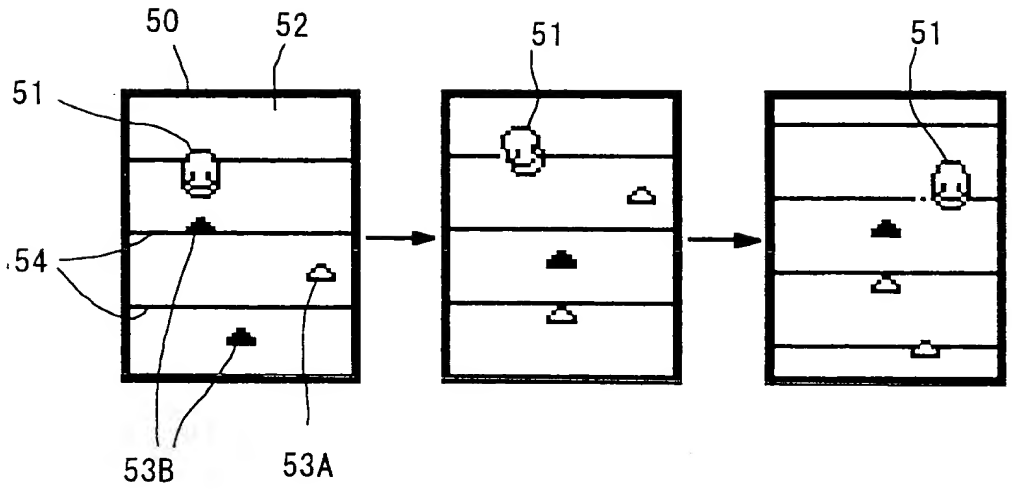

FIG. 8A FIG. 8B FIG. 8C

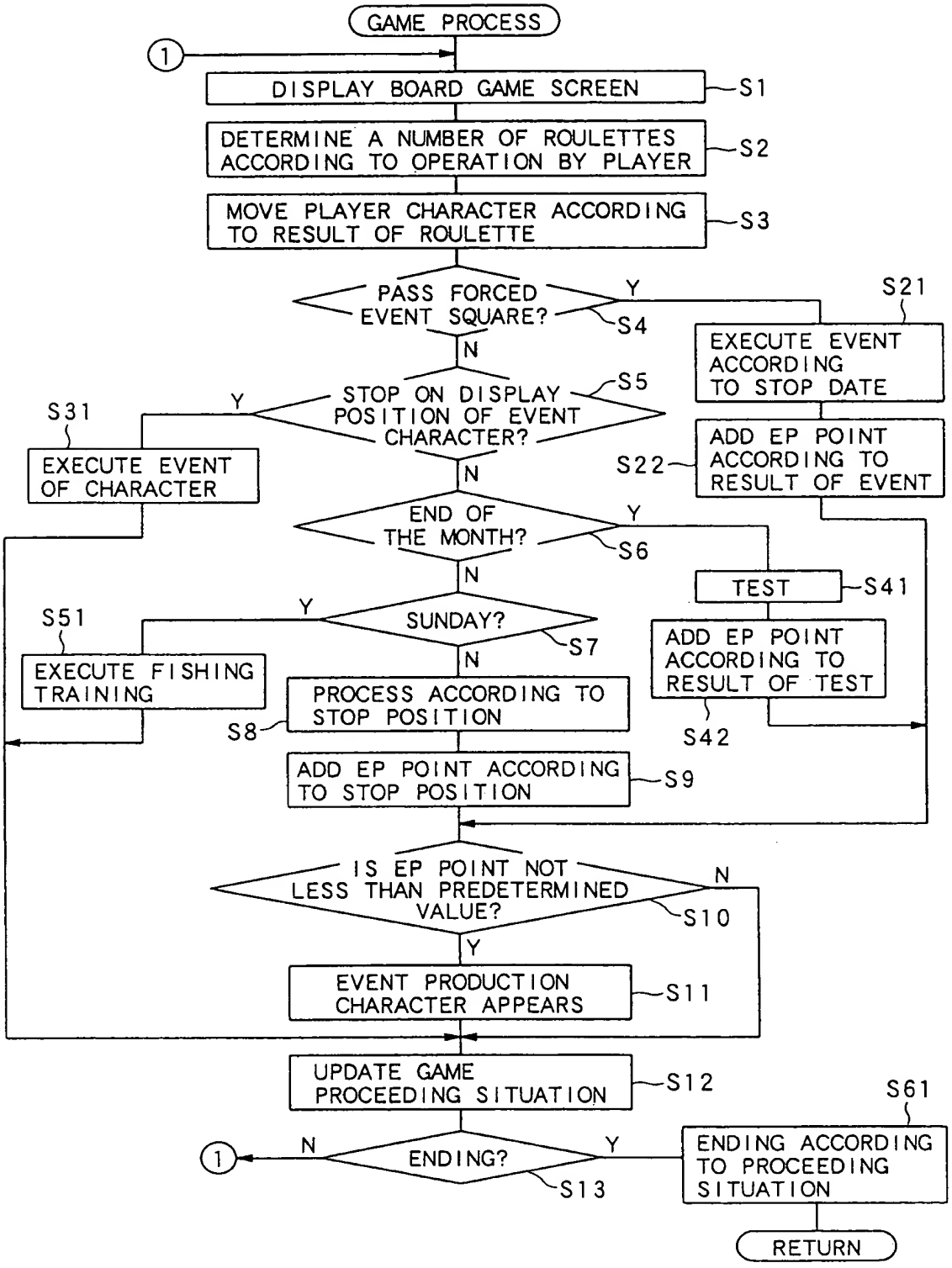
GAME PROCESS
1
DISPLAY BOARD GAME SCREEN
S1
DETERMINE A NUMBER OF ROULETTES ACCORDING TO OPERATION BY PLAYER
S2
MOVE PLAYER CHARACTER ACCORDING TO RESULT OF ROULETTE
S3
PASS FORCED EVENT SQUARE?
Y
S4
N
S21
EXECUTE EVENT ACCORDING TO STOP DATE
ADD EP POINT ACCORDING TO RESULT OF EVENT
S22
STOP ON DISPLAY POSITION OF EVENT CHARACTER?
S5
Y
S31
EXECUTE EVENT OF CHARACTER
N
END OF THE MONTH?
Y
S6
N
TEST
S41
ADD EP POINT ACCORDING TO RESULT OF TEST
S42
SUNDAY?
Y
S7
S51
EXECUTE FISHING TRAINING
N
PROCESS ACCORDING TO STOP POSITION
S8
ADD EP POINT ACCORDING TO STOP POSITION
S9
IS EP POINT NOT LESS THAN PREDETERMINED VALUE?
N
S10
Y
EVENT PRODUCTION CHARACTER APPEARS
S11
UPDATE GAME PROCEEDING SITUATION
S12
S61
ENDING ACCORDING TO PROCEEDING SITUATION
1
N
ENDING?
Y
S13
RETURN

FIG.9

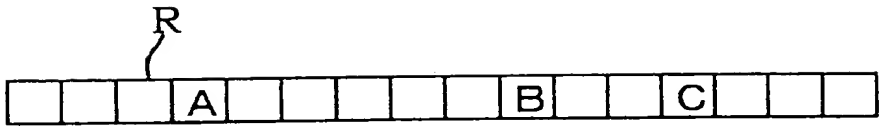

FIG. 10A

PRIOR ART

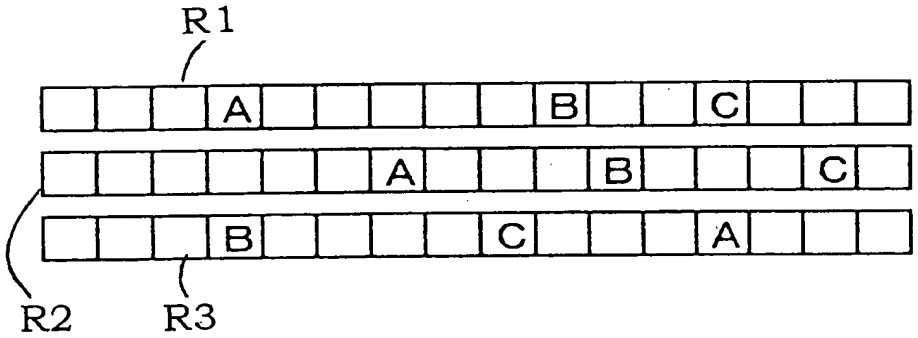

FIG. 10B

PRIOR ART